SNSP-A6-AUS

INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

WARNING : PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK, OR ACCESSORY.

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

Thank you for selecting the Super Nintendo Entertainment System™ Arkanoid™* game pak.

Please read this instruction booklet thoroughly to ensure proper handling of your new games. Then save this booklet for future reference.

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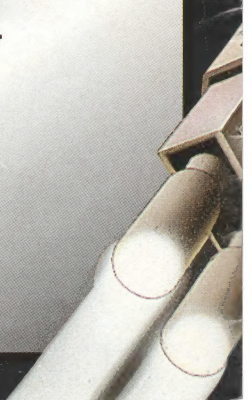
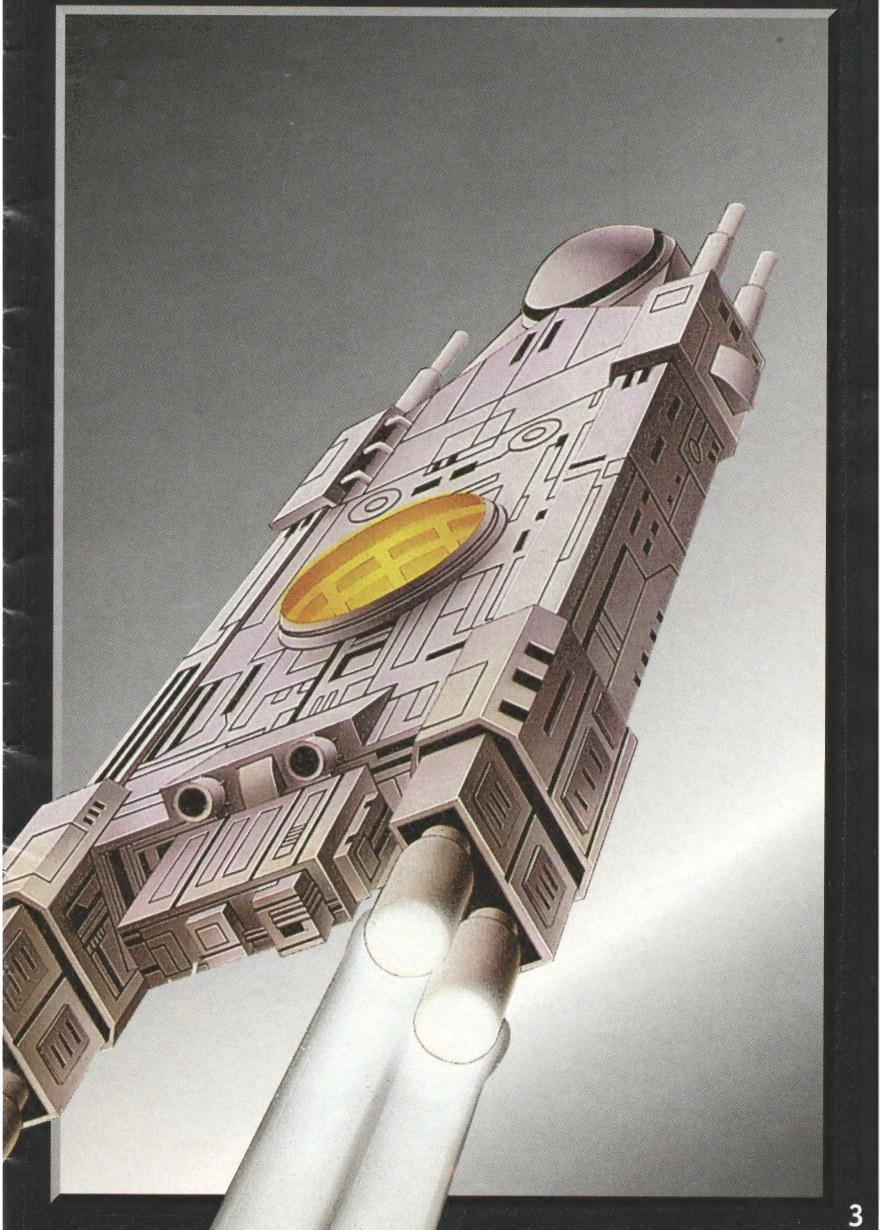
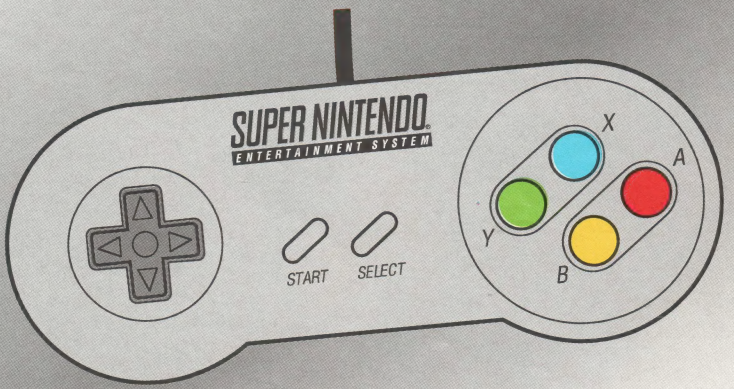
For years, Commander Therle and his people have been searching for a new world to call home. Each time they get close, their enemy, Doh, pushes away Therle's ships. Recently, a sensor scan detected new terra-class planets. Therle sent scout ships to check them out, but Doh once again scattered his Blocks across the solar systems to stop the ships. Before the scout ships can reach the planets, they must destroy the Blocks.





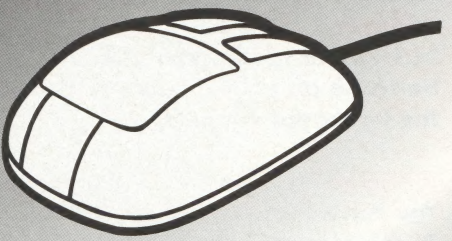
SHIP CONTROL

+ Control Pad	**Move ship left to right** **Move cursor on the Menu screen**
START	**Pause game** **Confirm selection on the Menu screen**
SELECT	**Pause game**
A Button/X Button	**Fire lasers** **Release ball**
B Button/Y Button	**Hold either button to make your scout ship move faster**



The Super NES Mouse

When using the Mouse, press the Right Mouse Button to pause. Press the Left Mouse Button for all other functions. Move the ship left and right by sliding the Mouse left and right.



SETTING UP

Correctly insert the Arkanoid Game Pak into your Super Nintendo Entertainment System and move the POWER switch to the ON position. When the Title screen appears, press START to view the Main Menu.

1 Player

In 1-Player mode, you will be alone on your mission to destroy the Blocks and find the terra-type planets.

2 Player

You have three choices in 2-Player mode: A, B or C. In A, the players take turns piloting the ship. In B, each player has a ship on screen and they fight together. In C, the screen is split, and the two players compete against each other.

Password

When you have burned out all of your ships, the game ends. A password will then appear. Use that password here on the Menu screen to return to the last level you completed.

OPTION MODE

When you select this mode, an Option screen appears. Game options are listed below:

Player Speed
To change your normal travel speed, press ← or → on the + Control Pad to adjust the setting.

Player Stock
Choose the number of ships available to you (3, 5 or 7).

Game Level
Select between Easy, Normal and Hard difficulty levels.

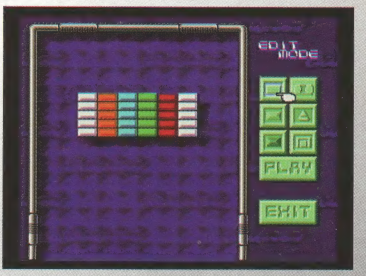
Sound
Mono or Stereo.

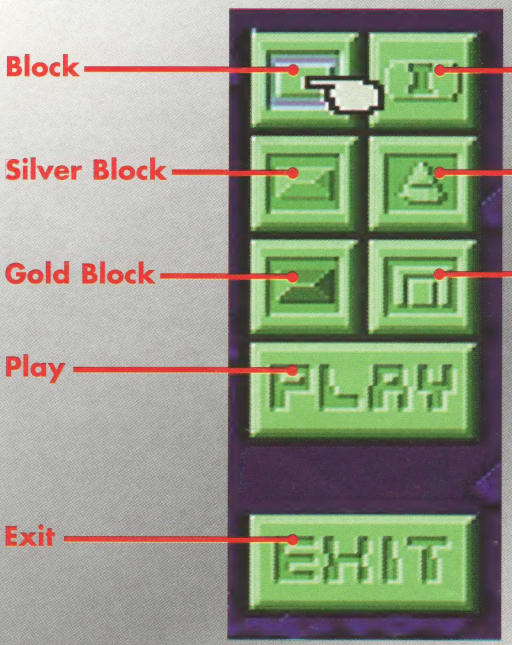
B.G.M.
To listen to the different music samples, use the + Control Pad to select the number and press the A Button.

S.E.
To listen to the different sound effects, use the + Control Pad to select the number and press the A Button.

EDIT

To design a level, choose Edit on the Option screen. When the Setup Panel appears, move the hand with the + Control Pad and press the X Button to select an object. Reposition the hand and press the X Button to place that object on the field.





Blocks
Normal blocks are the only ones that can hold capsules. Usually, you can destroy these blocks with just one hit.

Capsules
Position the capsules in the Normal Blocks. When you destroy one of those Blocks, its capsule is released.

Silver Block
Shattering this type of block requires greater skill. You must hit Silver Blocks several times to break them.

Enemy
When you want a more active foe, place a number of these fierce enemies in the field. They are hard to beat.

Gold Blocks
Test your skill with the Gold Blocks. See how well you can use them to ricochet your ball into other Blocks.

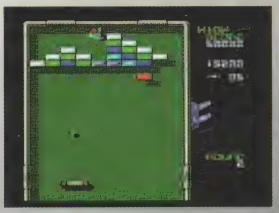
Background
Alter the background color of the play field with this option. Choose a color that is easy on your eyes.

Play
When you have designed the perfect challenge for yourself, select this option and start running the course.

Exit
Select Exit to return to the Title screen.

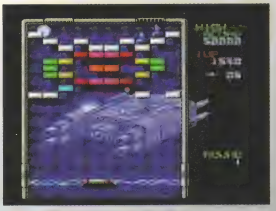
CAPSULES

Sometimes when you destroy one of Doh's Blocks an energy capsule will fall out. Capsules give your scout ship different abilities. Catch them by positioning yourself under them. Your ship will absorb and use them immediately.



S Capsule

If your ship has been changed by a capsule, the S capsule will return it to a normal scout ship.

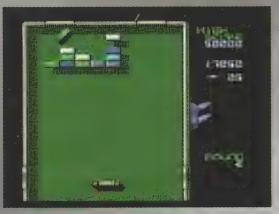


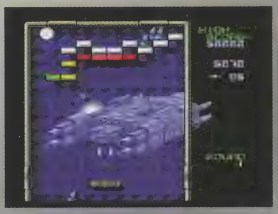
T Capsule

It creates a force field behind your ship to deflect a missed ball. It will only deflect one ball.

M Capsule

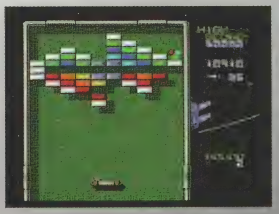
This allows you to destroy multiple Blocks in a row (except Gold Blocks). Your ball travels right through them.





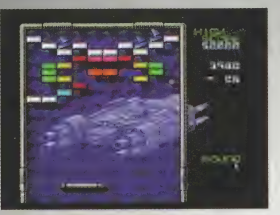
L Capsule

It equips your scout ship with lasers. To blast your lasers, press the A or X Button.



G Capsule

It forms a glue-like field around your ship so that you can hold on to balls until you press the A or X Button.



E Capsule

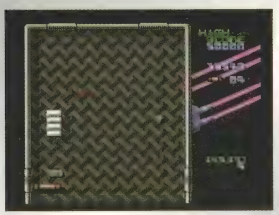
The length of your ship is extended to almost twice it original size.

D Capsule

The D capsule generates eight balls from the original ball. Keep all of them in play as long as you can.

B Capsule

Catch this capsule to open a warp gate between levels. Go through this gate to enter a new level.



P Capsule

An extra scout ship will be added to your fleet. P capsules are very rare.

BLOCKS

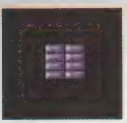
You will be faced with three kinds of Blocks: Normal, Silver, and Gold. In addition to the Blocks, you must fight Doh's henchmen. They appear randomly and you must fire many balls or laser beams to defeat them.

Normal Blocks

These are the most common Blocks, and they come in many different colors. They hold the capsules. One hit will destroy these Blocks.

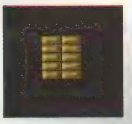
Silver Blocks

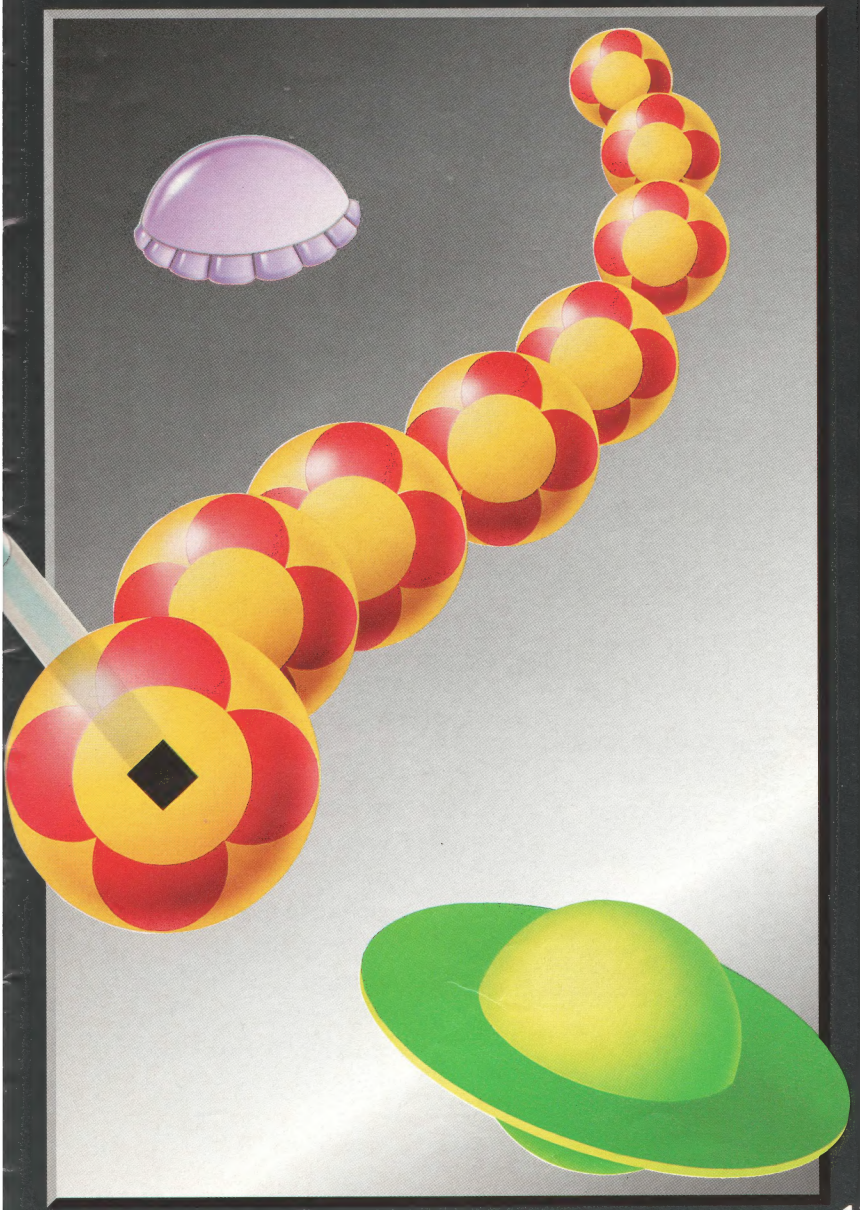
The Silver Blocks do not hold any capsules. They are also harder to destroy. You will need to strike them several times.



Gold Blocks

It's impossible to destroy Gold Blocks. Instead, use them like walls to bounce your balls into other Blocks.



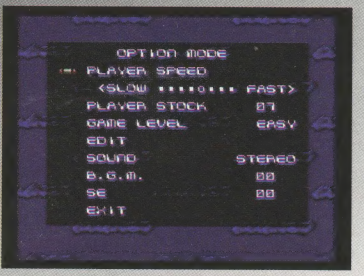


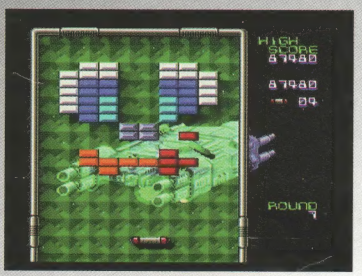
TIPS FROM MISSION CONTROL

Back at Mission Control, Commander Therle has some good advice for his scout ship pilots. Pay attention to his tips, and your chances for survival will increase. The lives of all your people depend on your success.

High Speed

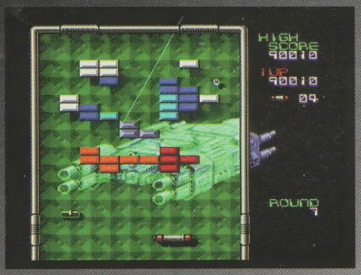
As soon as you are familiar with piloting your ship, go to the Option screen and increase the speed. You will find that it is easier to destroy Blocks when you move at high speeds.





Grab the M

Catch the M capsule as often as you can. Being able to fire your ball through multiple Blocks at once is the best weapon your ship can have. You can cover a lot of space this way.

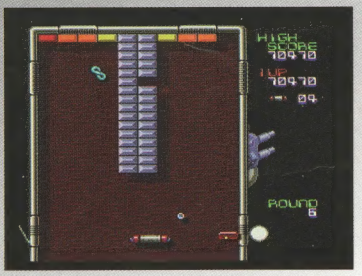


Watch the Ball

As you race through the barriers, keep your eye on the ball, not on your ship. As your skill improves, you will be able to move the ship into position automatically.

Let Some Go

Don't risk losing your ship just to grab a capsule. You could fail your mission that way. Let the capsules that are hard to catch fall off the screen. You may be better off without them.



Defeating Bosses

The huge bosses are difficult to defeat, but not impossible. Use your head to think up ways to strike them with the ball. Each boss has his weak spot--you just have to find it.

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